

ABSTRACT**DATA PROCESSING SYSTEM AND METHOD**

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Embodiment provide an authoring method for use in creating an audiovisual product, comprising the steps of: defining a plurality of components, the components implicitly
10 representing functional sections of audiovisual content with respect to one or more raw content objects, and a plurality of transitions that represent movements between the plurality of components; expanding the plurality of components and the plurality of transitions to provide a
15 set of explicitly realised AV assets and an expanded intermediate data structure of nodes and links, where each node is associated with an AV asset of the set and the links represent movement from one node to another; creating an audiovisual product in a predetermined output
20 format, using the AV assets and the expanded intermediate data structure of the nodes and the links; and testing the audiovisual product.

(figure 15)

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